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Hongguang Zhang; Tianpu Jiang; Zhiqi Gu; Shibao Zheng;

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Volume 50, Issue 3, Aug. 2004 Page(s):929 - 933

Digital Object Identifier 10.1109/TCE.2004.1341702

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Publisher: IEEE Computer Society

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October 2005 **ACM SIGOPS Operating Systems Review**, Volume 39 Issue 4

**Publisher:** ACM Press

Full text available:  [pdf\(3.16 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

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11 Synopsis - Books and Software: iTV handbook: technologies & standards



Eddie Schwalb

April 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 2

**Publisher:** ACM Press

Full text available: pdf(335.60 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

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**Keywords:** QuickTime, avi, broadcast, compression, digital tv, gif, interactive tv, internet, media streaming, mp3, network file system, zip

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13 Invited paper: Middleware and web services for the collaborative information portal of NASA's Mars exploration rovers mission



Elias Sinderson, Vish Magapu, Ronald Mak

October 2004 **Proceedings of the 5th ACM/IFIP/USENIX international conference on Middleware Middleware '04**

**Publisher:** Springer-Verlag New York, Inc.

Full text available: pdf(428.63 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

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14 Editorial zone: Large scale content distribution protocols



Christoph Neumann, Vincent Roca, Rod Walsh



October 2005 **ACM SIGCOMM Computer Communication Review**, Volume 35 Issue 5



**Publisher:** ACM Press

Full text available: [pdf\(207.06 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper introduces large scale content distribution protocols, which are capable of scaling to massive numbers of users and providing low delay end-to-end delivery. Delivery of files and static objects is described, with real-time content streaming being outside the scope of this paper. The focus is on solutions provided by the IETF Reliable Multicast Transport Working Group. More precisely, the paper explains FLUTE, ALC and the associated building blocks. Then it discusses how these componen ...

15 State of the art issues in distributed databases (Panel session): Site autonomy issues in the R@@@ distributed database system



P. Selinger

January 1981 **Proceedings of the ACM '81 conference**

**Publisher:** ACM Press

Full text available: [pdf\(104.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

It is desirable to have a Distributed Database Management System (DDBMS) whose behavior and control is as identical as possible to that used in single site database management systems. We call this notion site autonomy. Preserving the autonomy of sites which join a DDBMS network is essential to the peace of mind of its managers and users, and more technically, is essential in an environment where sites and communication lines fail. To achieve resilience to failures of ...

16 A flexible system call interface for interprocessor communication in a distributed memory multicomputer



Maria D. Maggio, David W. Krumme

April 1991 **ACM SIGOPS Operating Systems Review**, Volume 25 Issue 2

**Publisher:** ACM Press

Full text available: [pdf\(809.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The Multifaceted Communication System for the distributed memory NCUBE is an interprocessor communication system that supports many features useful for application programs: asynchronous, partially and fully synchronous calls in blocking and non-blocking modes, buffered and unbuffered transmissions, gather and scatter operations, broadcasting, a general pipe mechanism, and file operations. A major achievement of this design is the use of a single, consistent user interface. This paper describes ...

17 Screen capture: a vector quantisation approach



Jesse S. Jin, Sue R. Wu

June 2004 **Proceedings of the Pan-Sydney area workshop on Visual information processing VIP '05**

**Publisher:** Australian Computer Society, Inc.

Full text available: [pdf\(198.41 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Over the last couple of decades, more and more presentations are done on computer screen. The need to store or broadcast such presentation efficiently is in high demand across different application areas. This paper proposes a screen capture representation called vector quantisation. This system captures sequence of actions on a computer screen and minimizes its video file size for storage. It also minimizes bandwidth requirement if used for teleconferencing.

**Keywords:** vector quantisation, video compression



**18** Spatial computation

Mihai Budiu, Girish Venkataramani, Tiberiu Chelcea, Seth Copen Goldstein

October 2004 **ACM SIGARCH Computer Architecture News , ACM SIGPLAN Notices , ACM SIGOPS Operating Systems Review , Proceedings of the 11th international conference on Architectural support for programming languages and operating systems ASPLOS-XI**, Volume 32 , 39 , 38 Issue 5 , 11 , 5

Publisher: ACM Press





Full text available:  pdf (573.00 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a computer architecture, *Spatial Computation* (SC), which is based on the translation of high-level language programs directly into hardware structures. SC program implementations are completely distributed, with no centralized control. SC circuits are optimized for *wires* at the expense of computation units. In this paper we investigate a particular implementation of SC: ASH (Application-Specific Hardware). Under the assumption that computation is cheaper than co ...

**Keywords:** application-specific hardware, dataflow machine, low-power, spatial computation

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 January 1981 **Proceedings of the ACM '81 conference**

**Publisher:** ACM Press  
 Full text available:  [pdf\(104.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

It is desirable to have a Distributed Database Management System (DDBMS) whose behavior and control is as identical as possible to that used in single site database management systems. We call this notion site autonomy. Preserving the autonomy of sites which join a DDBMS network is essential to the peace of mind of its managers and users, and more technically, is essential in an environment where sites and communication lines fail. To achieve resilience to failures of ...

- 16 A flexible system call interface for interprocessor communication in a distributed memory multicomputer 

 Maria D. Maggio, David W. Krumme  
 April 1991 **ACM SIGOPS Operating Systems Review**, Volume 25 Issue 2

**Publisher:** ACM Press  
 Full text available:  [pdf\(809.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The Multifaceted Communication System for the distributed memory NCUBE is an interprocessor communication system that supports many features useful for application programs: asynchronous, partially and fully synchronous calls in blocking and non-blocking modes, buffered and unbuffered transmissions, gather and scatter operations, broadcasting, a general pipe mechanism, and file operations. A major achievement of this design is the use of a single, consistent user interface. This paper describes ...

- 17 Screen capture: a vector quantisation approach 

Jesse S. Jin, Sue R. Wu  
 June 2004 **Proceedings of the Pan-Sydney area workshop on Visual information processing VIP '05**

**Publisher:** Australian Computer Society, Inc.  
 Full text available:  [pdf\(198.41 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Over the last couple of decades, more and more presentations are done on computer screen. The need to store or broadcast such presentation efficiently is in high demand across different application areas. This paper proposes a screen capture representation called vector quantisation. This system captures sequence of actions on a computer screen and minimizes its video file size for storage. It also minimizes bandwidth requirement if used for teleconferencing.

**Keywords:** vector quantisation, video compression



18 Spatial computation



Mihai Budiu, Girish Venkataramani, Tiberiu Chelcea, Seth Copen Goldstein

October 2004 **ACM SIGARCH Computer Architecture News , ACM SIGPLAN Notices , ACM SIGOPS Operating Systems Review , Proceedings of the 11th international conference on Architectural support for programming languages and operating systems ASPLOS-XI**, Volume 32 , 39 , 38 Issue 5 , 11 , 5

**Publisher:** ACM Press

Full text available:  pdf(573.00 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a computer architecture, *Spatial Computation* (SC), which is based on the translation of high-level language programs directly into hardware structures. SC program implementations are completely distributed, with no centralized control. SC circuits are optimized for *wires* at the expense of computation units. In this paper we investigate a particular implementation of SC: ASH (Application-Specific Hardware). Under the assumption that computation is cheaper than co ...

**Keywords:** application-specific hardware, dataflow machine, low-power, spatial computation

Results 1 - 18 of 18

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